

2024 Borgata Fantasy Football League Rules

1. Draft

- a. Buy-in:
 - i. The buy-in for the fantasy league is \$35
 - ii. Failing to pay the buy-in at the draft will result in the \$0 of FAAB (See rule 2) available for the slacker's team until the payment is received.
- b. Snake draft, draft order is randomly determined one week prior to the draft.
 - i. In standings order from 1st to 12th, draft order is randomized using randomlists.com.
- c. Entire draft slots can be traded, but not individual draft picks.

2. FAAB (Free-Agent-Acquisition-Budget)

- a. Following the fantasy draft, each team is given \$250 of FAAB
- b. FAAB is used to place bids on players in the waiver wire, and bids from \$0-\$250 on a player are accepted.
- c. Whoever places the higher bid on a certain player receives the player and is deducted the bid amount they offered from their personal FAAB total.
- d. If there is a tie in bid, the team with the lower placement in the standings will receive the player and their balance will be deducted by the FAAB that they bid.
- e. FAAB can also be used in trades, where they can be transferred (alone or also along with players) to another team in exchange for players/FAAB.
 - i. If FAAB is used in a trade, it is possible to go over the original amount of \$250 FAAB in your season-long balance.
- f. During the regular season, after a given week, there is a grace period on the Tuesday following Monday Night Football which allows teams to place bids on players they want. On Wednesday at 1:00PM, all bids on locked players from Sunday-Tuesday will be processed. After this, bids will be processed each day at 12PM through Saturday at 12PM (Friday and Saturday bids will not include players from Thursday Night Football).
- g. On Sunday and Monday, waivers will be unlocked to allow for free pickups, with no bids required. This is to add flexibility for teams who have surprise inactives.
 - i. If a player's game has started, they will not be able to be dropped until the next week begins.

3. Trades

- a. Any and all trades made in the league are open to be voted on for the sake of preventing collusion.
 - i. If the majority of the league (7/12) votes against the trade, the trade is reversed

- b. Trade Deadline
 - i. The trade deadline is set for Week 13 of the NFL season. Trades must be accepted prior to the end of the final game in Week 13.

4. Roster

- a. Each team has 15 players and 5 Injured Reserve spots.
- b. A team's starting lineup consists of 1 QB, 2 RB, 2 WR, 1 TE, 2 FLEX (RB/WR/TE), 1 D/ST, and 1 K.

5. Schedule

- a. 14 weeks of regular season play beginning in week 1 of the NFL regular season, with weeks 15-17 reserved for the playoffs.
 - i. Each team's schedule is randomly created
- b. Playoffs
 - i. The top 6 teams in the league standings receive entry into the playoffs, with the first two teams receiving bye weeks for the first round (week 15)
 - ii. Matchups are one week per round and single elimination
 - iii. Playoff seeding is determined by regular season standings.
 - iv. Playoff tiebreakers are determined by the total points that each team has scored throughout the season. The team with more "points for" will win the tiebreaker.

6. Final Standings

- a. Non-Playoff Team Standings
 - i. Final standings for non-playoff teams are set at the end of the regular season. After 14 weeks, the team in last place in the league standings has officially placed last.
- b. Playoff Team Standings
 - i. Final standings for playoff teams are determined by their performance in the playoffs.

7. Payouts

- a. From the pot of \$420, 1st place in the league is awarded \$280, 2nd place is awarded \$105, and 3rd place will receive \$35.
- b. If the NFL closes operations prior to the conclusion of the fantasy football season (Week 16), buy-ins will be returned to team managers.

8. Rule Changes

- a. Any rule changes to the league are voted on by all members and must pass with a majority vote 7/12 votes.
- b. Changes to the buy-in amount must pass with a unanimous 12/12 votes.

9. Best Interest Clause

- a. In the event that the league encounters an issue that is not specifically stated in these bylaws, he will act in the best interests of the league as a whole (most commonly by a league-wide poll).

10. Scoring

PASSING (Decimal scoring is ON for yardage-based scoring)	
Every 25 Passing Yards	1 Point
TD Pass	6 Points
Interceptions Thrown	-2 Points
2 Point Passing Conversion	2 Points
400+ Yard Passing Game Bonus	2 Points
40+ Yard Passing Touchdown Bonus	2 Points

RUSHING (Decimal scoring is ON for yardage-based scoring)	
Every 10 Rushing Yards	1 Point
TD Rush	6 Points
2 Point Rushing Conversion	2 Points
200+ Yard Rushing Game Bonus	2 Points
40+ Yard Rushing Touchdown Bonus	2 Points

RECEIVING (Decimal scoring is ON for yardage-based scoring)	
Every 10 Receiving Yards	1 Point
Each Reception	1 Point
TD Reception	6 Points
2 Point Receiving Conversion	2 Points
200+ Yard Receiving Game Bonus	2 Points
40+ Yard Receiving Touchdown Bonus	2 Points

MISCELLANEOUS	
Kickoff Return Touchdown	6 Points
Punt Return Touchdown	6 Points
Fumble Recovered For Touchdown	6 Points
Total Fumbles Lost	-2 Points
Interception Return Touchdown	6 Points
Fumble Return Touchdown	6 Points
Blocked Punt or Field Goal Returned For Touchdown	6 Points
2 Point Return	2 Points
1 Point Safety	1 Point

KICKING	
Each Point-After-Try Made	1 Point
Each Point-After-Try Missed	-1 Point
Total Field Goals Missed	-1 Point
Field Goal Made (0-39 Yards)	3 Points
Field Goal Made (40-49 Yards)	4 Points
Field Goal Made (50+ Yards)	5 Points

TEAM DEFENSE / SPECIAL TEAMS	
Each Sack	1 Point
Interception Return Touchdown	6 Points
Fumble Return Touchdown	6 Points
Kickoff Return Touchdown	6 Points

Punt Return Touchdown	6 Points
Blocked Punt or Field Goal Returned For Touchdown	6 Points
Blocked Punt, Point-After-Try, or Field Goal	2 Points
Each Interception	2 Points
Each Fumble Recovered	1 Point
Each Fumble Forced	1 Point
Each Safety	2
0 Points Allowed	10 Points
1-6 Points Allowed	8 Points
7-13 Points Allowed	6 Points
14-20 Points Allowed	2 Points
28-34 Points Allowed	-1 Point
35+ Points Allowed	-4 Points
2 Point Return	2 Points